

Game Rules Document: Vinto (Official Composite)

1. Game Overview

- **Game Name:** Vinto
- **Player Count:** 4-5 Players
- **Objective:** To minimize the total point value of the cards in your hand. The game is played in rounds for a set time, with a final winner determined by points awarded based on rank.

2. Components

- **Main Deck:** 54 cards, each with a rank, point value, and a potential action.
- **Helper Cards:** 6 “Kind Reminder” cards for players to reference actions.

3. Setup

1. **Shuffle & Deal:** Shuffle the deck and deal **five** cards face-down to each player.
2. **Arrange:** Players place their five cards in a row in front of them.
3. **Initial Peek:** Players may secretly look at **any two** of their cards *once*, remember them, and place them back face-down.
4. **Piles:** The remaining deck is the face-down **Draw Pile**. The **Discard Pile** is formed by the first card played or discarded.

4. Gameplay (Turn Structure)

Play proceeds clockwise. On your turn, you must perform one of the following two options:

Option A: Draw from the Draw Pile

1. Take the top card from the Draw Pile and place it **face-up for all players to see**.

2. You now have two choices for this public card:
 - **Choice 1: Play the Action.** If it's an action card (7-K), you may place it on the Discard Pile and perform its action. Your turn ends. (If it has no action, you discard it and your turn ends).
 - **Choice 2: Swap the Card.** You may swap the public card with any *one* of your face-down cards.
 - Place the drawn card face-down into your hand.
 - Place the card from your hand face-up onto the Discard Pile.
 - **The Discard Guess (Optional):** After this swap, you may declare the rank of the card you just discarded.
 - **Correct Guess:** You immediately get to perform that card's action.
 - **Incorrect Guess:** You must draw one **penalty card** face-down from the Draw Pile and add it to your hand.

Option B: Take from the Discard Pile

1. This option is only available if the top card of the Discard Pile is an **action card (7-K) whose action has not yet been used.**
2. You may take this card and **immediately play its action.**
3. **Restriction:** You cannot swap a card taken from the Discard Pile into your hand.

5. Special Mechanic: The “Toss In”

- **When:** During *any other player's turn*, immediately after a card is placed on the Discard Pile.
- **Action:** If you believe you have a card of the **same rank** as the one just placed on the Discard Pile, you may “toss it in” by placing it face-up on top and immediately performing its action.
- **Incorrect “Toss In”:** If your card is not the same rank, take it back and draw one **penalty card** face-down.

6. Card Ranks, Values, and Actions

<i>Card Rank</i>	<i>Point Value</i>	<i>Action Description (when played)</i>
2, 3, 4, 5, 6	2, 3, 4, 5, 6	No Action.
7, 8	7, 8	Check 1 of your own cards.
9, 10	9, 10	Check 1 card of another player.
J (Jack)	10	Swap any 2 cards on the table face-down.
Q (Queen)	10	Check any 2 cards, then swap them if you want.
K (King)	0	Declare the value of any card and play its action.
A (Ace)	1	Choose a player to take 1 card from the deck.
Joker	-1	No Action.

7. Ending a Round: Calling “Vinto”

1. **Timing:** You may declare “Vinto” at the **end of your turn**.
2. **Final Round Trigger:** This begins the Final Round. The player who called is the **Vinto Player**. All others form the **Coalition**.
3. **Coalition’s Turn:** Every player in the Coalition gets exactly one final turn. They may work together and share information to help one of them beat the Vinto Player.
4. **Restriction:** During the Final Round, no player may interact with the Vinto Player’s cards.

8. Scoring and Winning

8.1 Scoring the Round

1. After the final turn, all players reveal their cards and sum their point values.

2. The Vinto Player's total is compared to the single lowest score from within the Coalition.
 - **If the Vinto Player wins** (their score is \leq the lowest Coalition score):
 - The Vinto Player scores **3 point** for the round.
 - All Coalition players score losing **1 point*.
 - **If the Coalition wins** (the lowest Coalition score is $<$ the Vinto Player's score):
 - The Vinto Player scores **-1 points** for the round.
 - All players in the Coalition score **3 points** for the round.
 - **If the Coalition do not lose** (the lowest Coalition score is $=$ the Vinto Player's score):
 - The Vinto Player scores **+3 points** for the round.
 - All players in the Coalition score **0 points** for the round

8.2 Winning the Game

1. The game is played for a pre-agreed time (e.g., 30 minutes).
2. When time is up, the current round is completed. Players tally their cumulative scores from all rounds.
3. Players are ranked from lowest total score to highest.
4. Final **Game Points** are awarded based on rank:
 - **1st Place:** 5 points
 - **2nd Place:** 3 points
 - **3rd Place:** 2 points
5. The player with the most Game Points is the winner.